

Environmental crisis
Inequality

Green growth





Green growth Ecomodernism



Green growth

Increase of Gross Domestic Product



Green growth

GDP measures the monetary value of final goods and services produced in a certain territory in a given period of time



Green growth Ecomodernism

**Reducing environmental pressures while increasing production
and consumption**





Is it possible?

A vibrant, futuristic architectural rendering of a vertical city. The image shows multiple levels of a building, each densely packed with various types of green plants, including palm trees, ferns, and flowering trees with purple blossoms. People are seen walking on the different levels, suggesting a habitable environment. The architecture features curved, organic forms and a mix of natural and synthetic materials. The overall scene is bright and optimistic, representing a vision of sustainable urban living.

**Is it possible?
No empirical
evidence.**

(Hickel & Kallis, 2020)

**Are there
alternatives?**



Yes, there are!



The commons

**What is the
commons?**



THERE IS NO COMMONS WITHOUT COMMONING!

A commons is characterized by:

a **resource**



a **community**
gathered around it



a **set of rules** to care for the
resource (and community!)



The commons is...

The commons is...

**...a social system by which
communities co-create and
co-manage resources**

Pasture land (resource)
Shepherds (community)
Governance (rules)



Fish (resource)
Fishers (community)
Governance (rules)



Cooperative (type of organisation)
Workers (community)
Governance (rules)





Wikipedia (resource)
Contributors (community)
Governance (rules)



Software (resource)
Contributors (community)
Governance (rules)

**Why are the
new commons
important?**

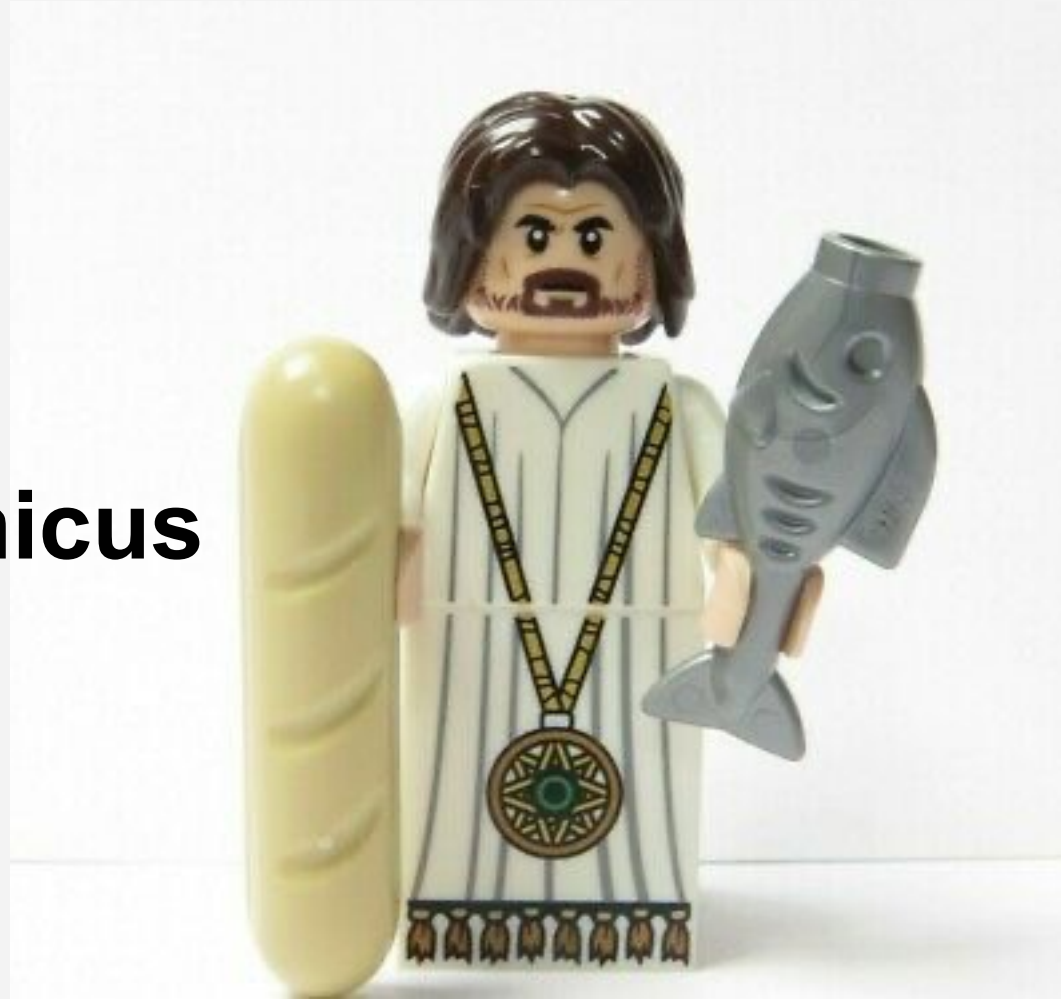


**Real-life ways to
outperform and
transcend capitalism**

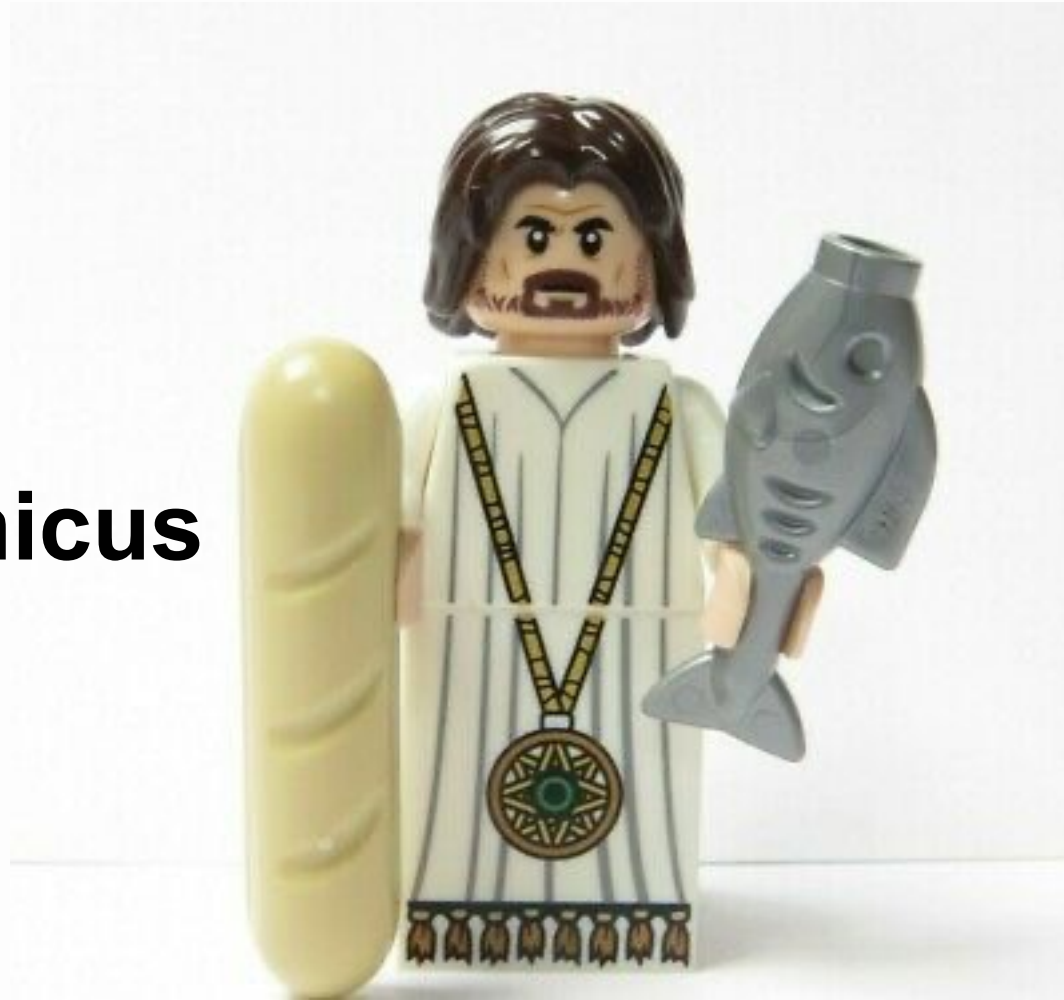




**Human =
homo economicus**

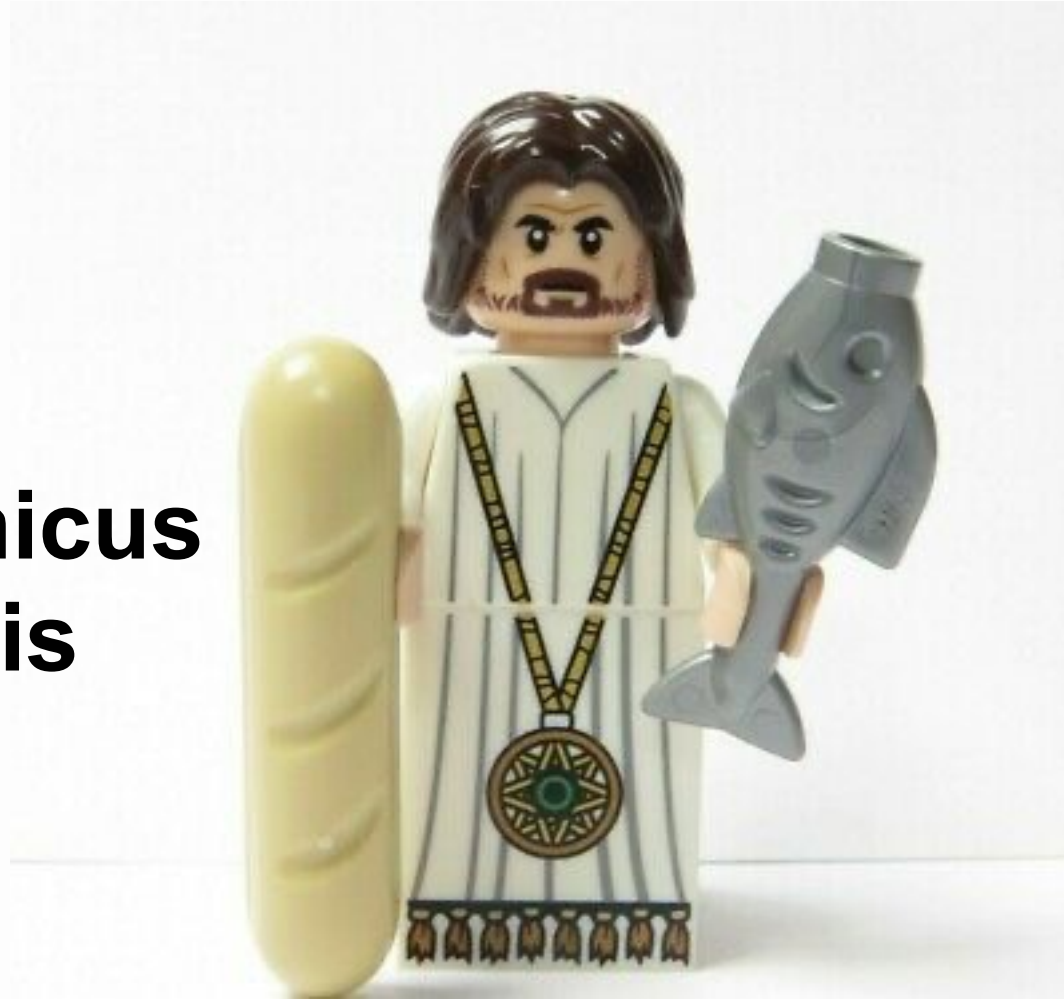


**Human =
homo economicus**



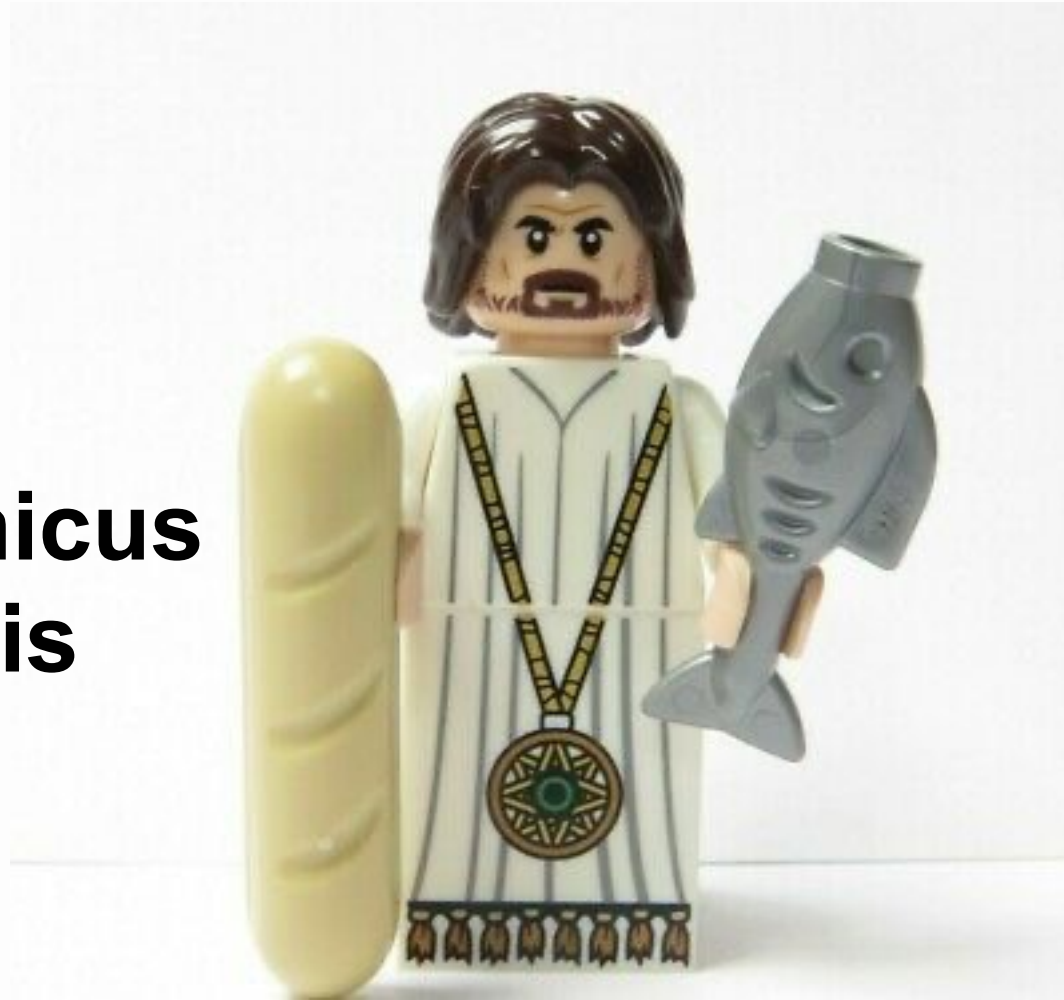
**Competition =>
innovation**

**Human =
homo economicus
+ homo socialis**



**Competition =>
innovation**

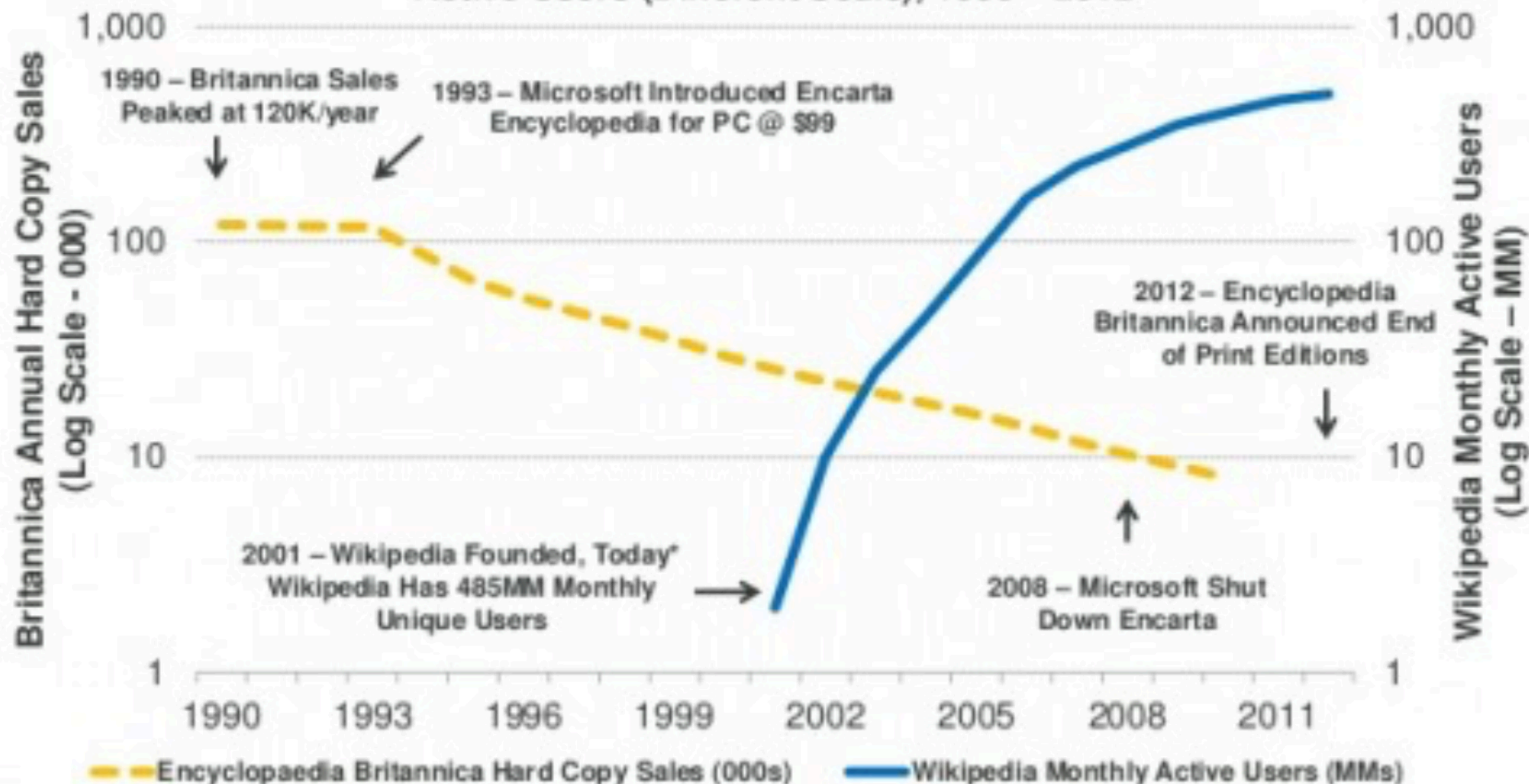
**Human =
homo economicus
+ homo socialis**

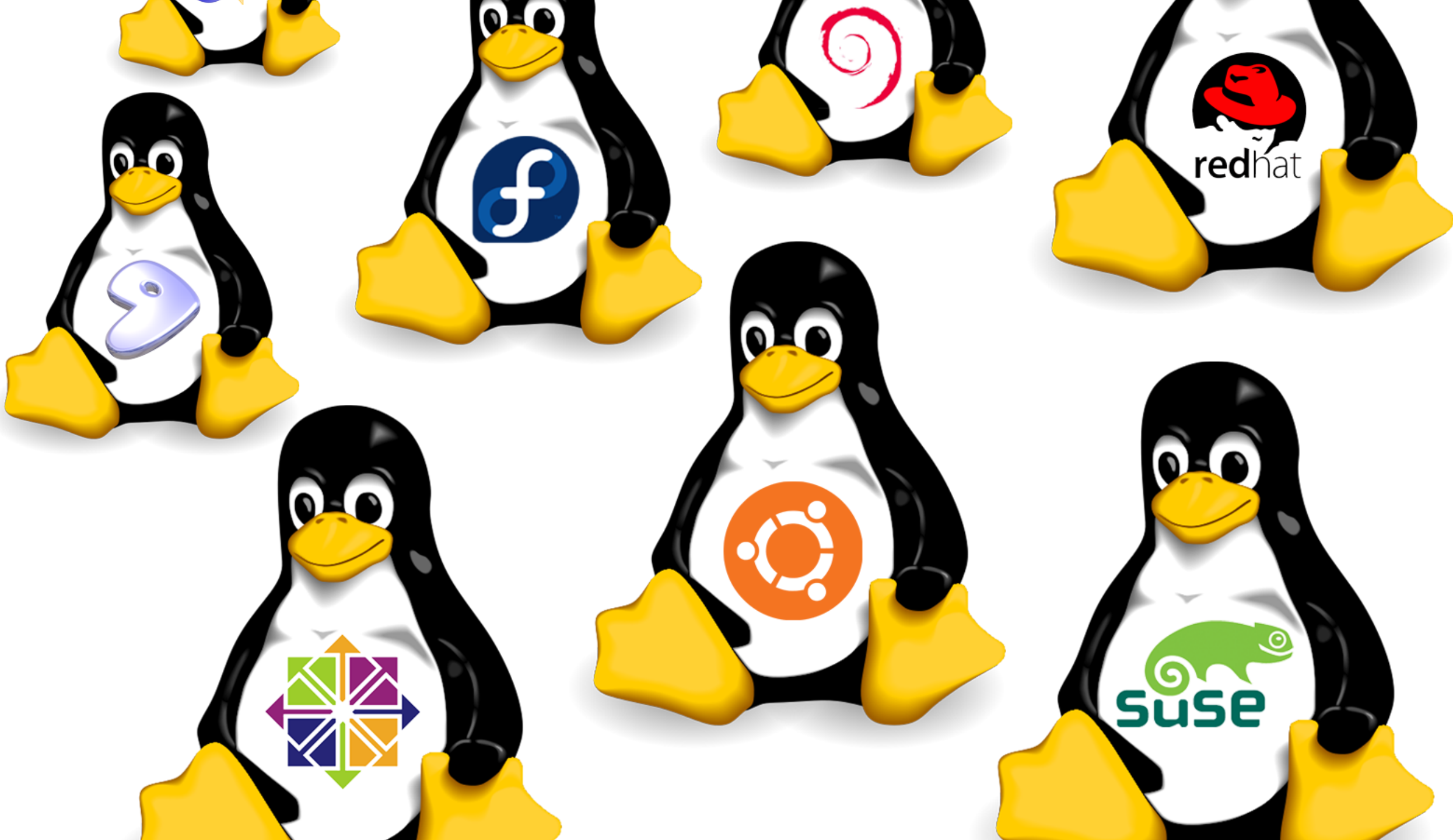


**Competition
+ cooperation
=>
innovation**

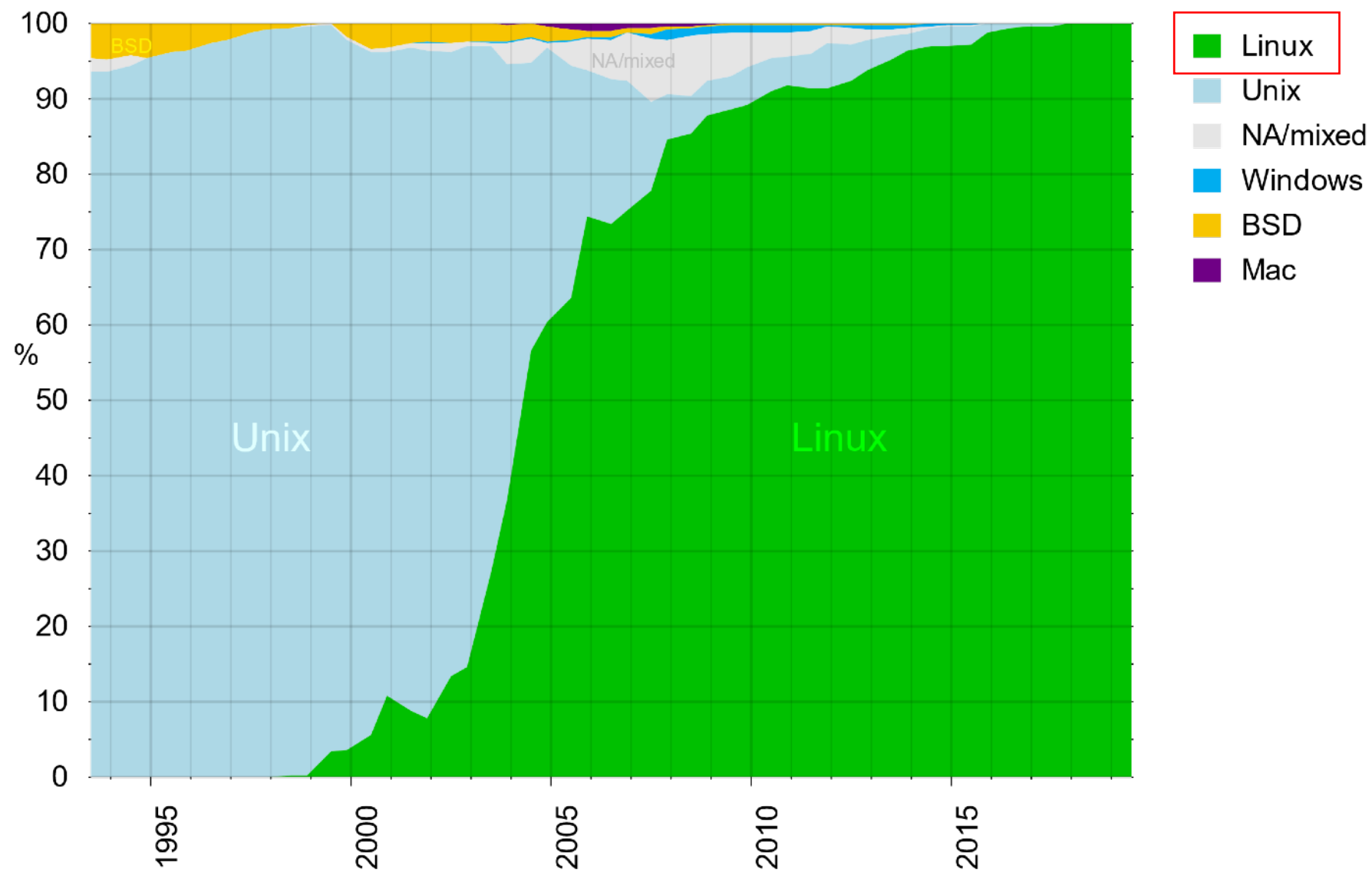


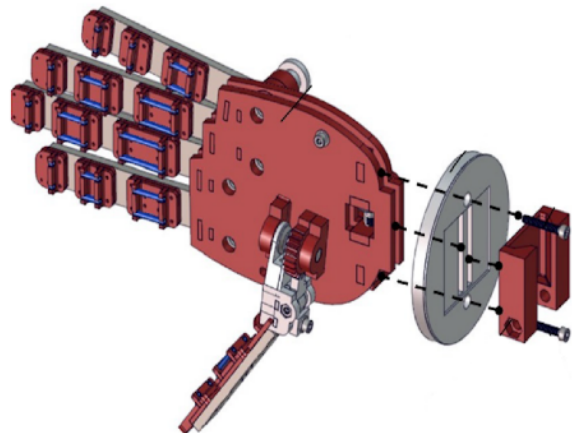
Encyclopedia Britannica Hard Copy Sales vs. Wikipedia Monthly Active Users (Different Scale), 1990 – 2012



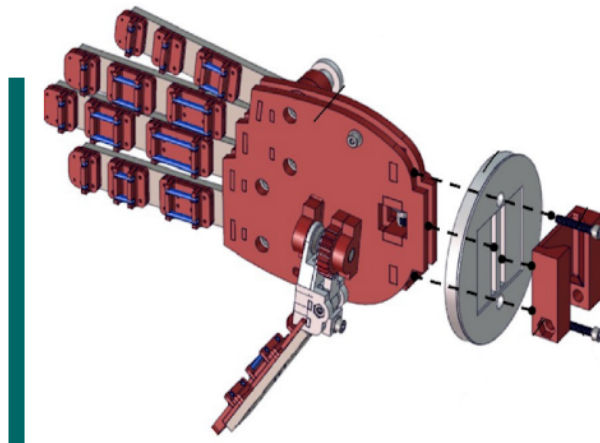




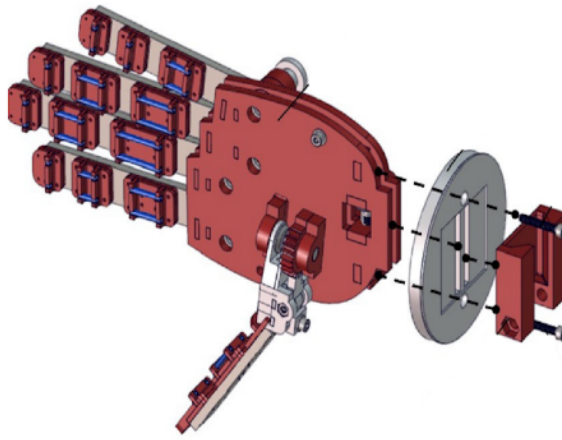




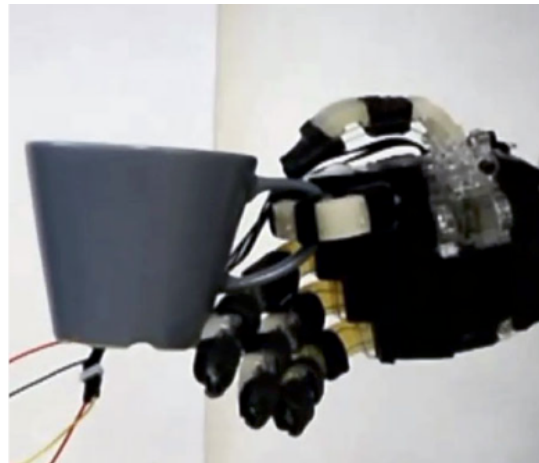
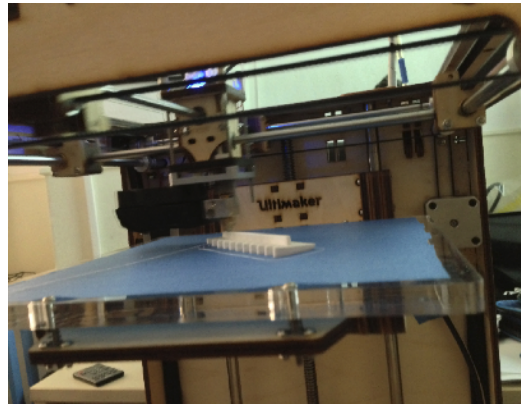
Digital commons



**Digital
commons**

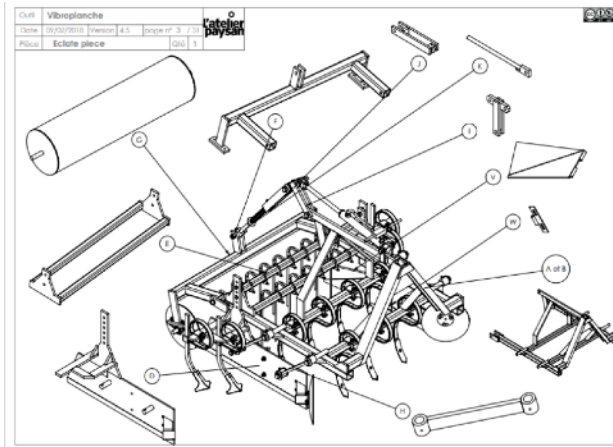


**Localised
manufacturing**





Digital commons



Localised manufacturing





Albania

Thessaloniki

Θεσσαλονίκη

Çanakkale

Greece

Aegean Sea

Patras

Πάτρα

Athens

Αθήνα

Izmir

Archea

Olimpia

Αρχαία



Tzoumakers @ Tzoumerka, GR



Discuss needs



Identify and customise
solutions



Manufacture the artifact



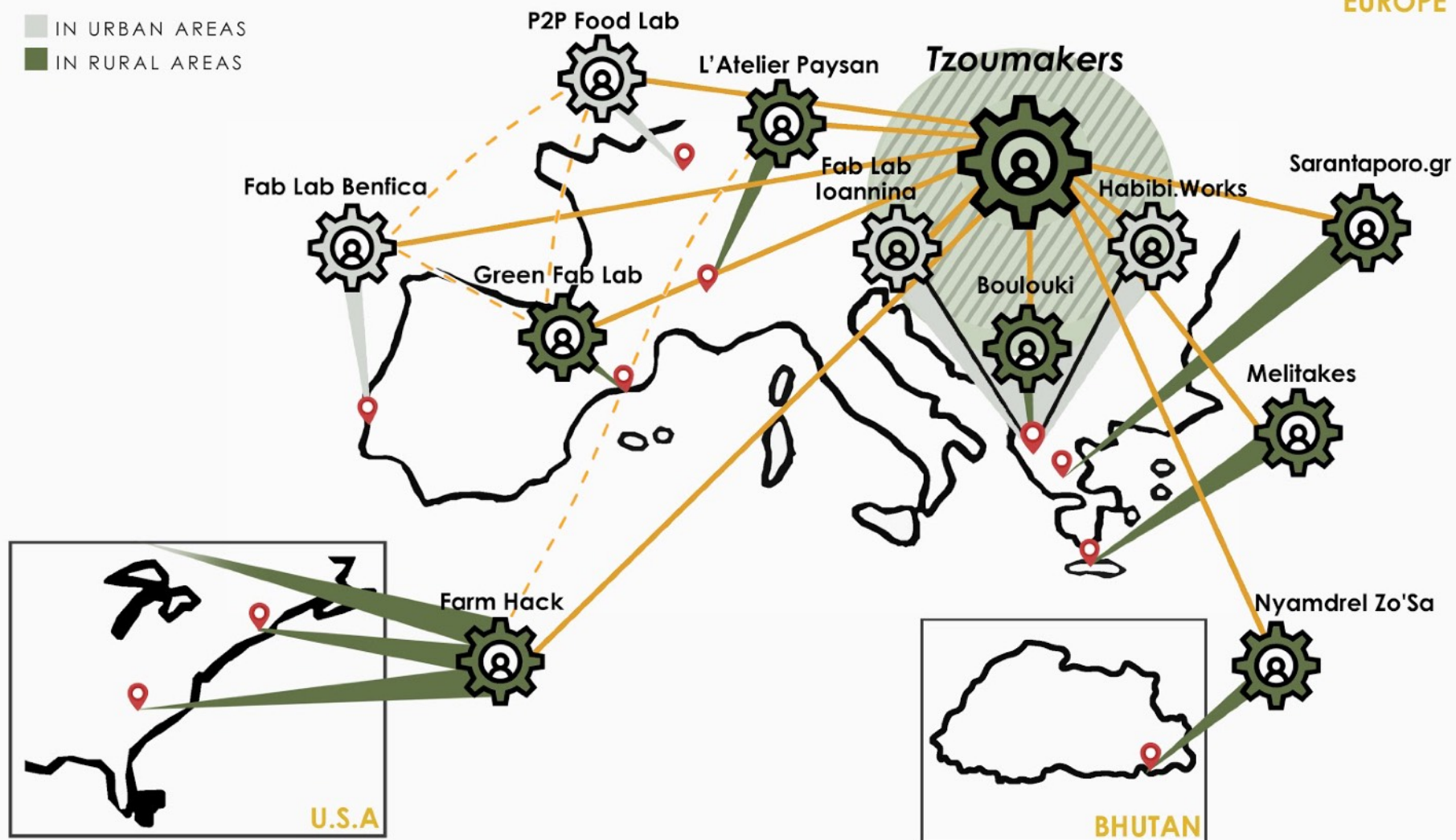
Manufacture the artifact



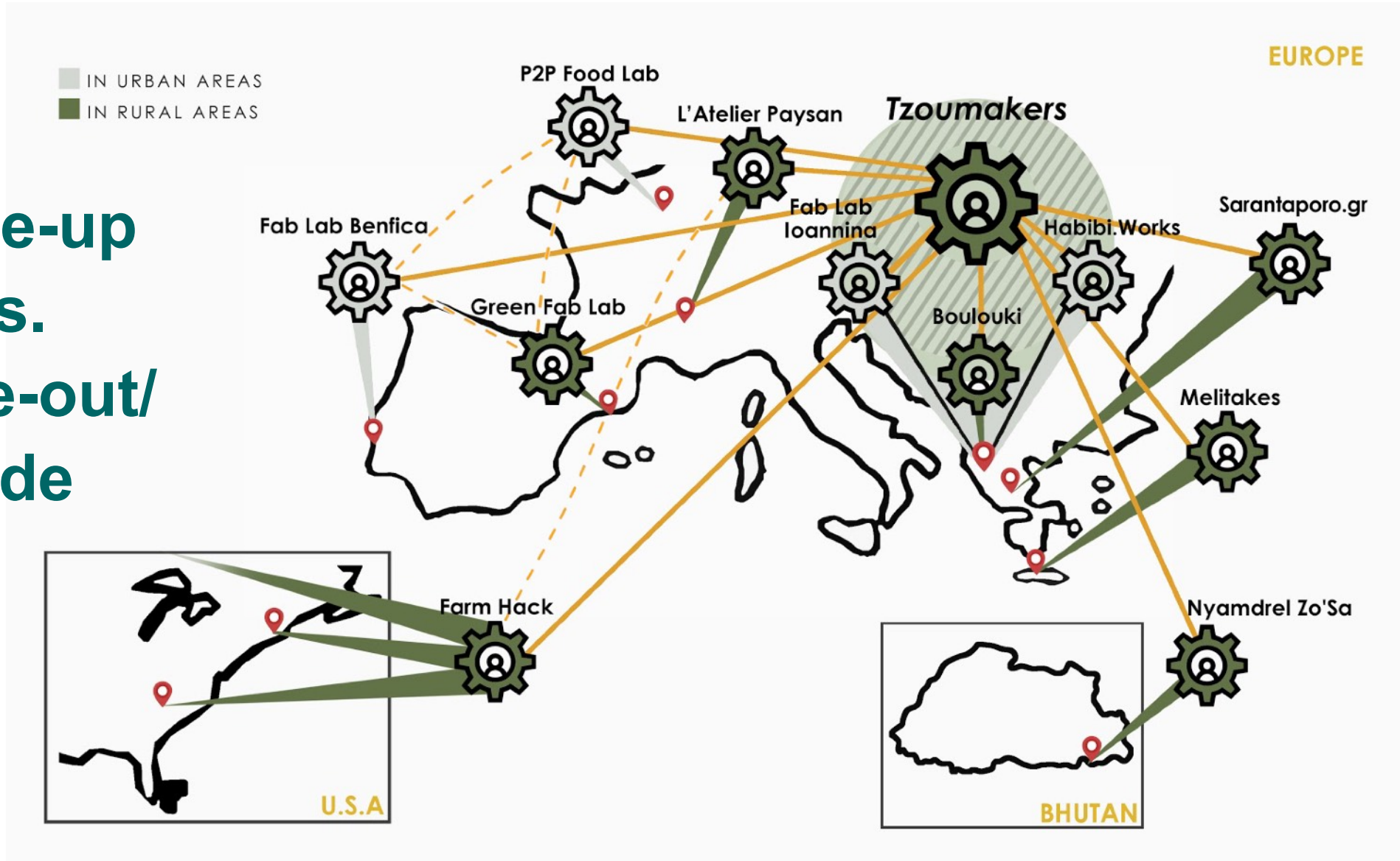
Test the artifact

IN URBAN AREAS
IN RURAL AREAS

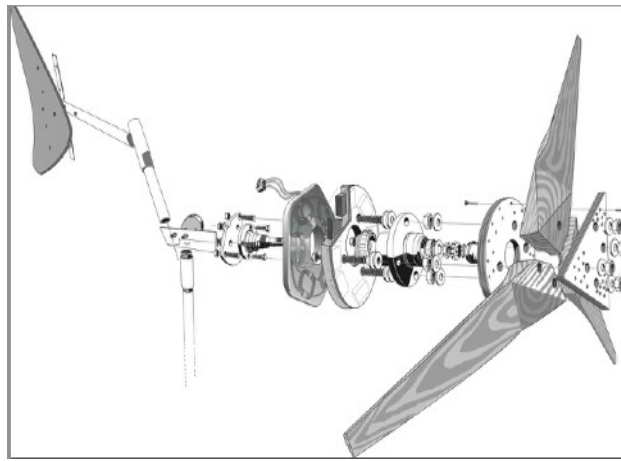
EUROPE



Scale-up vs. Scale-out/ wide



**Digital
commons**



**Localised
manufacturing**























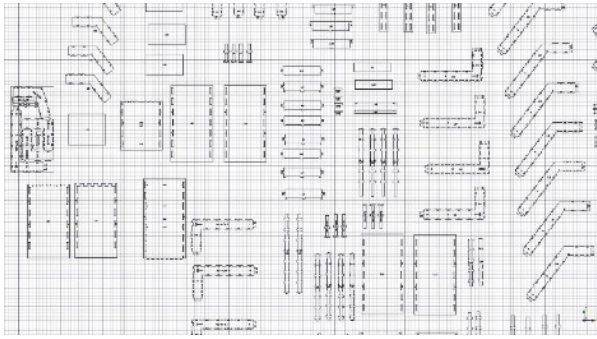
Electrical tool safety
DANGER
HIGH VOLTAGE

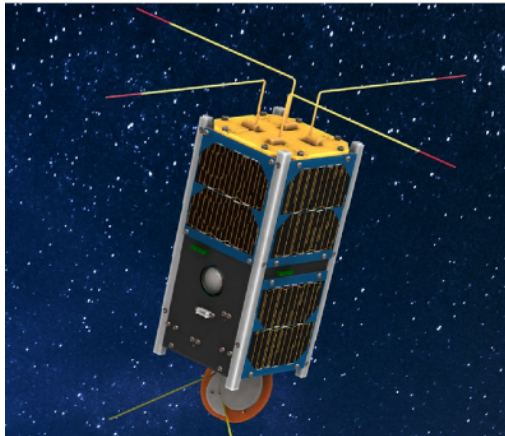
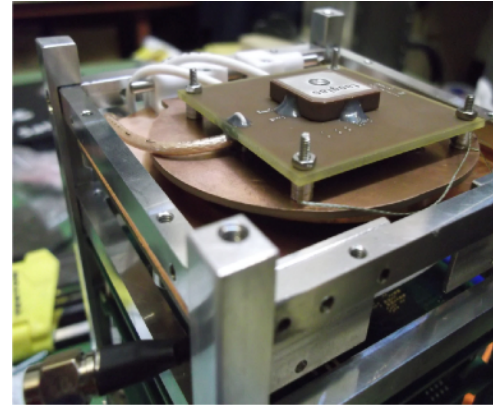
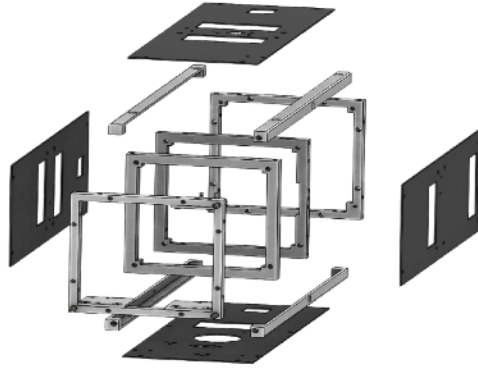
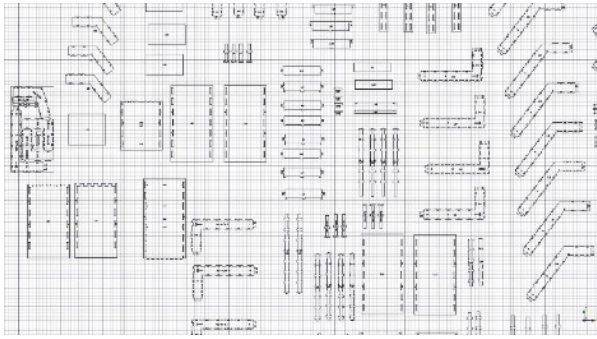


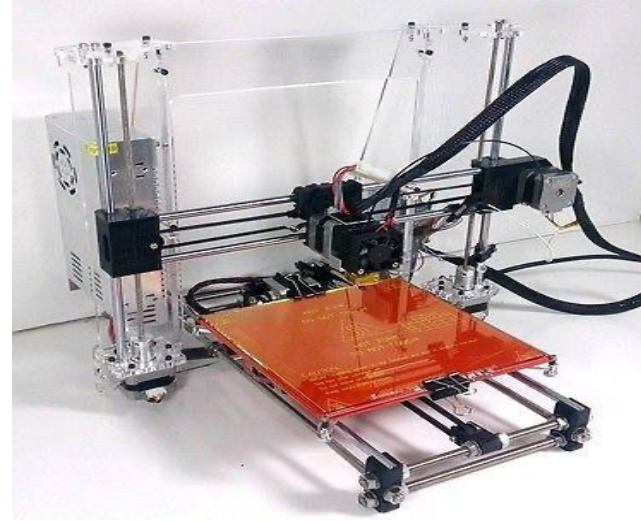
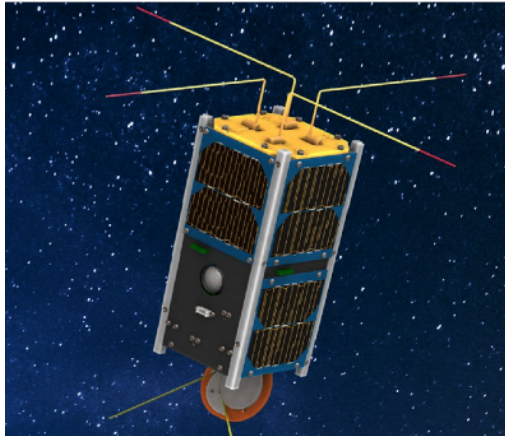
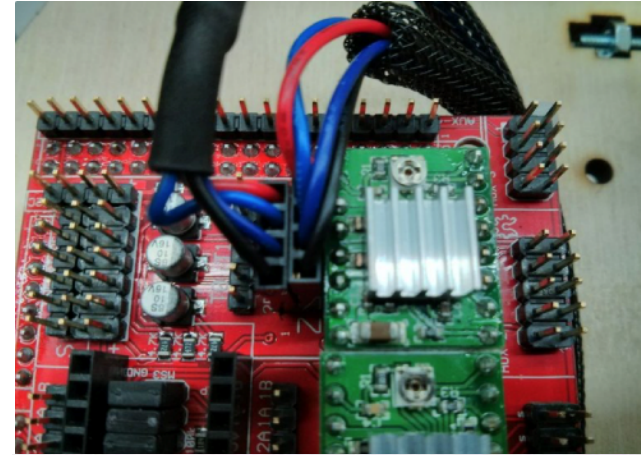
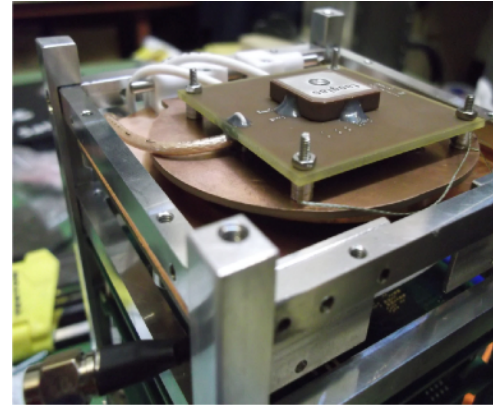
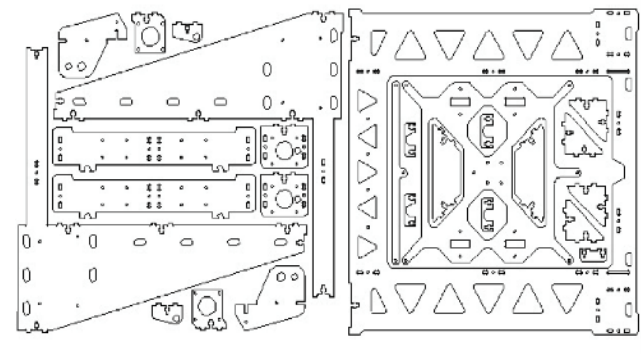
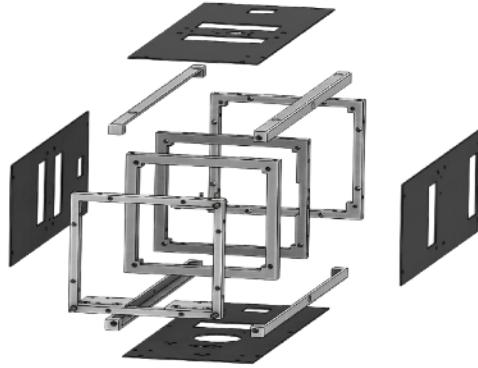
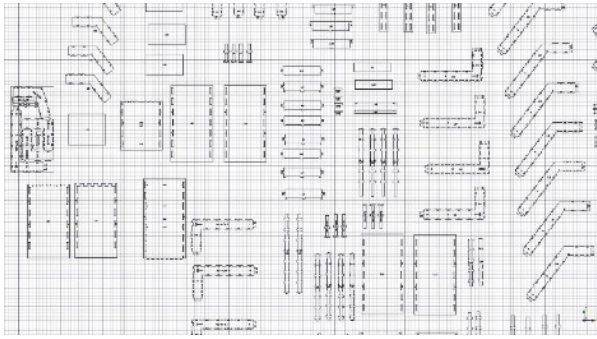






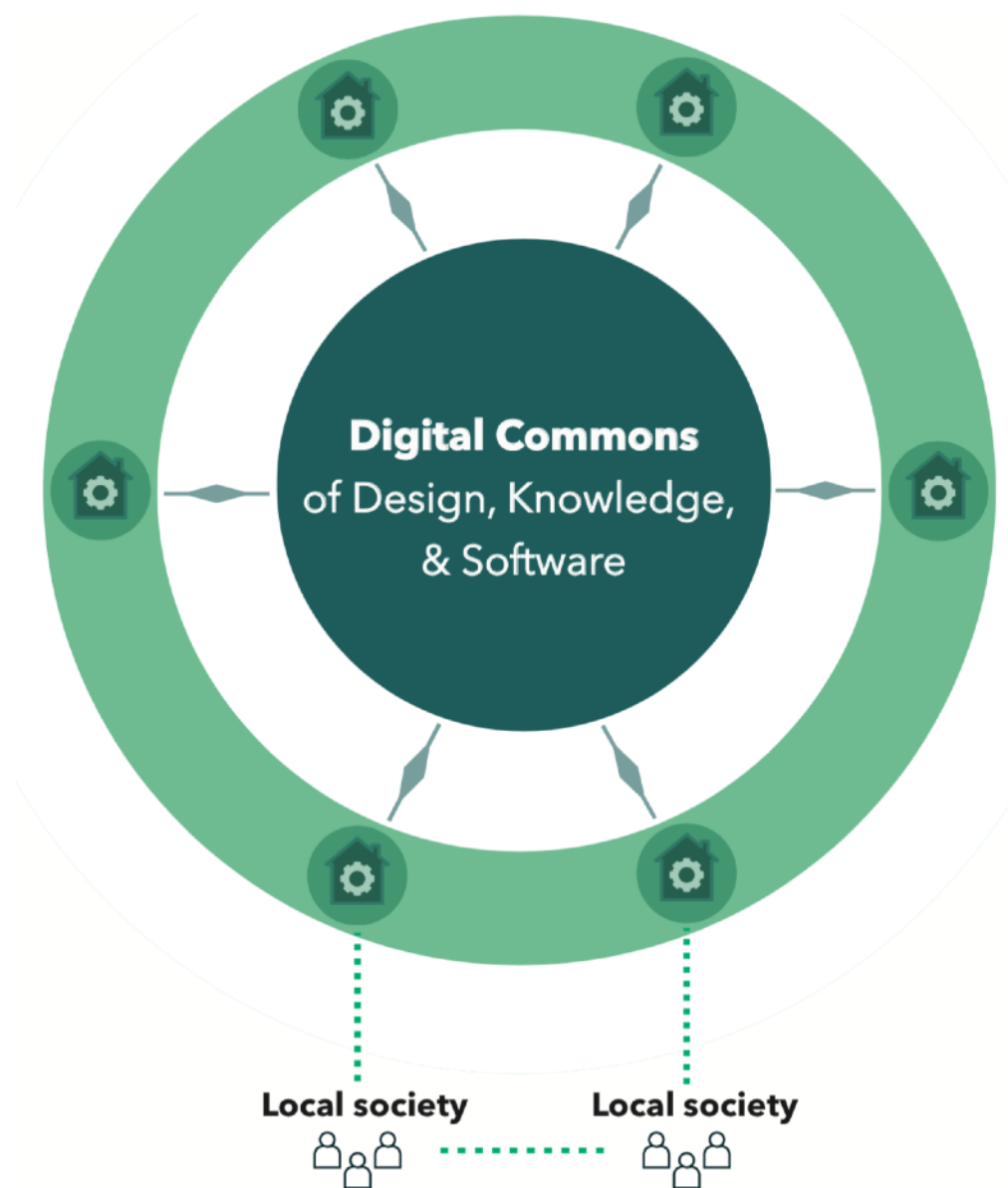




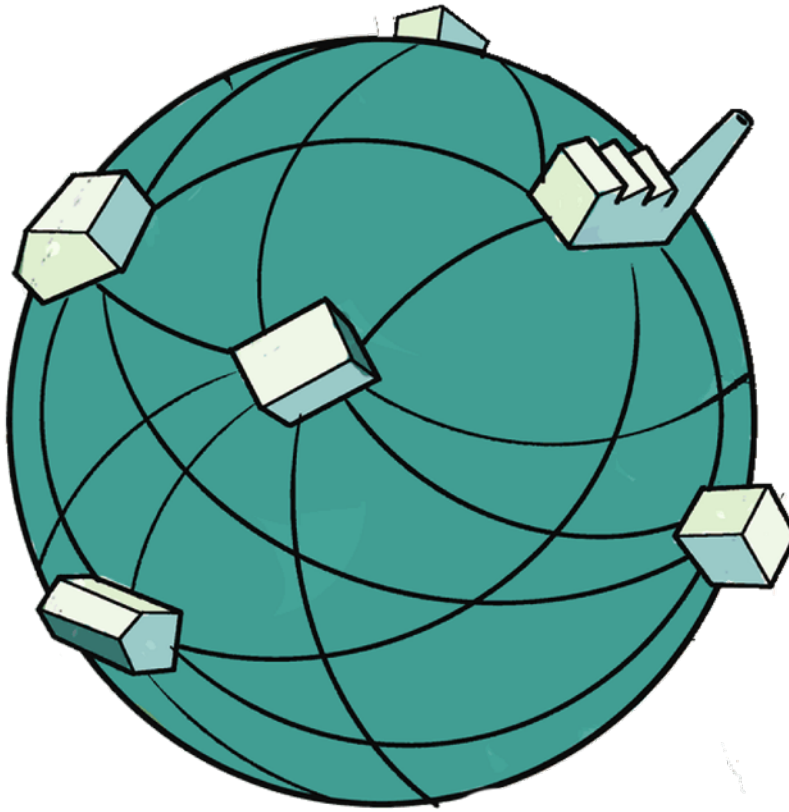




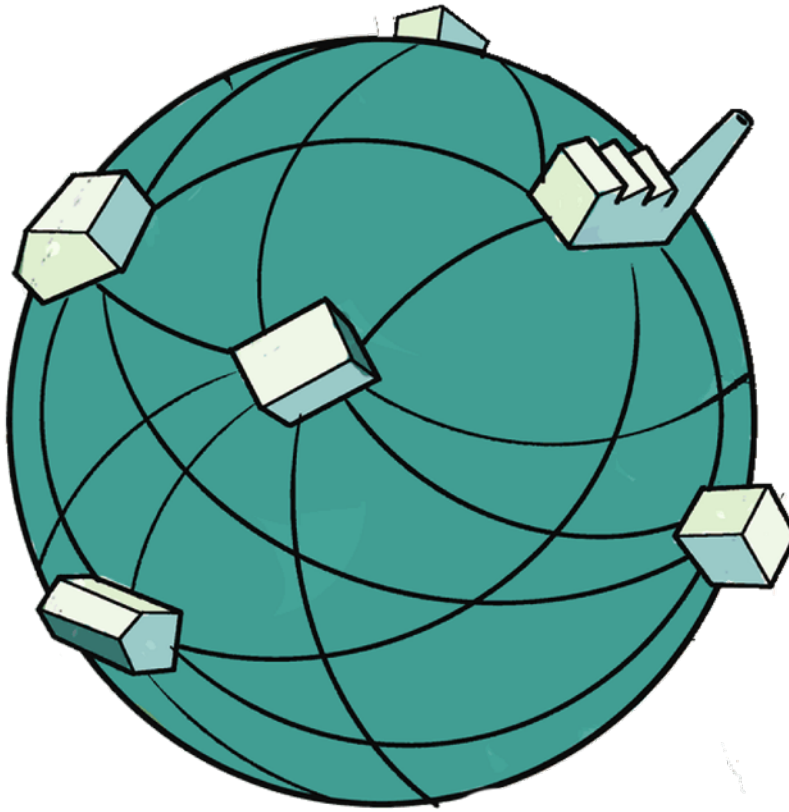




Cosmolocalism

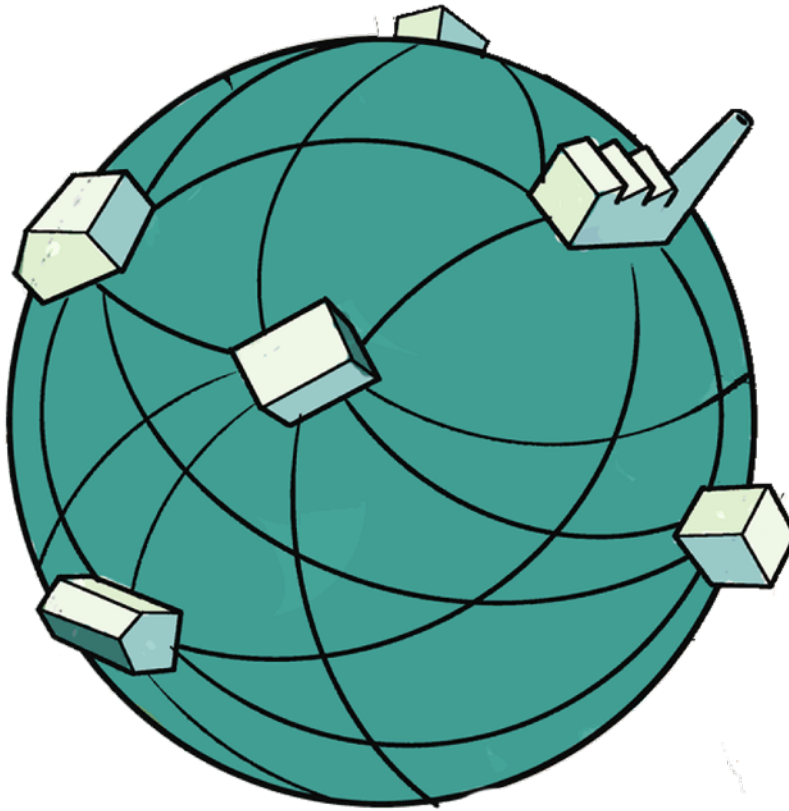


beyond global vs local

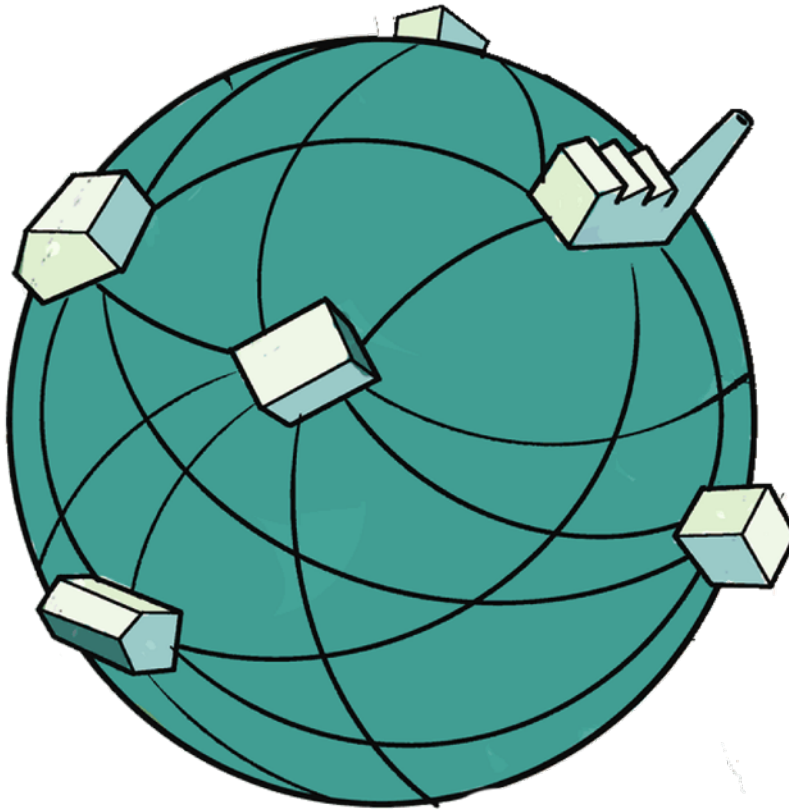


beyond global vs local

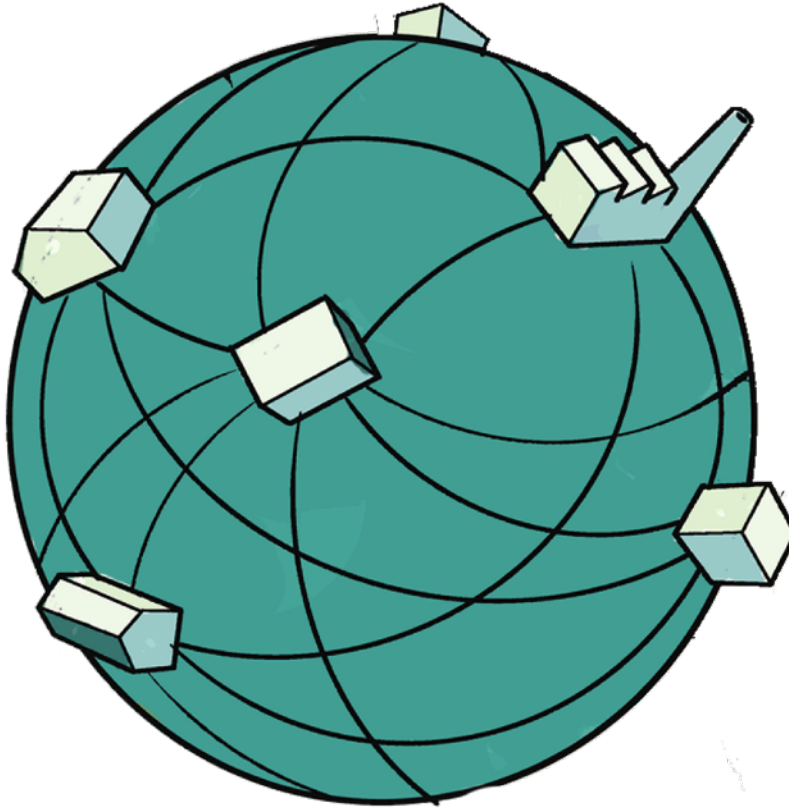
whatever is light is global, whatever is heavy is local



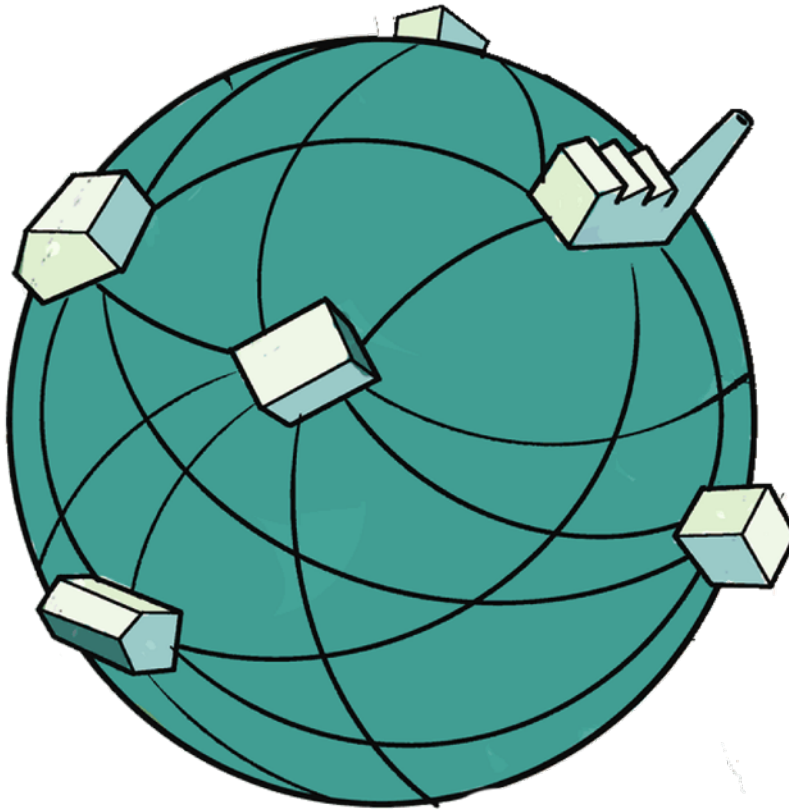
beyond global vs local
beyond low-tech vs hi-tech



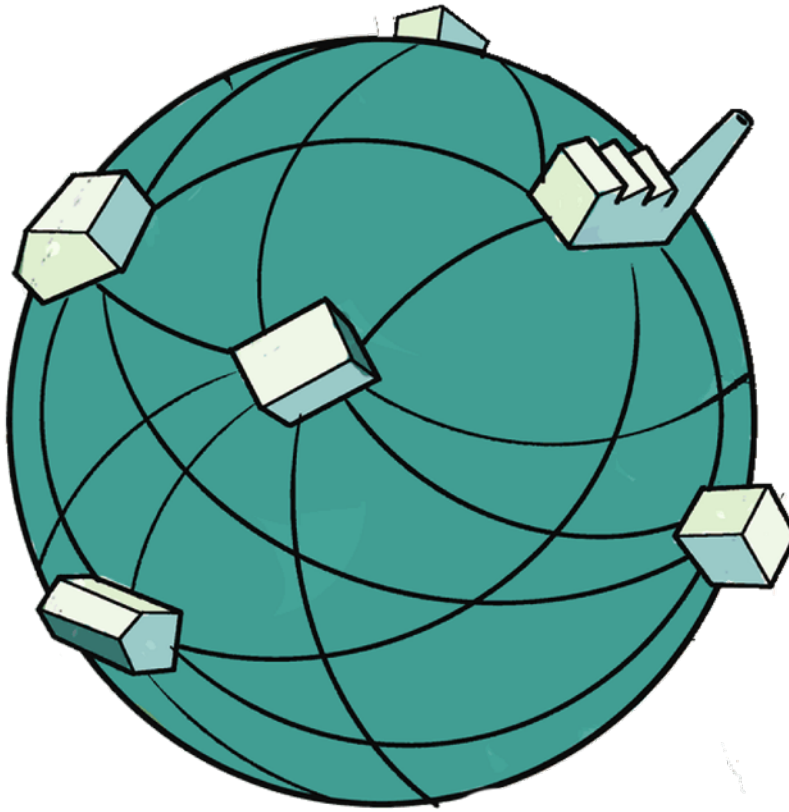
beyond global vs local
beyond low-tech vs hi-tech
synthesise the best aspects because of openness



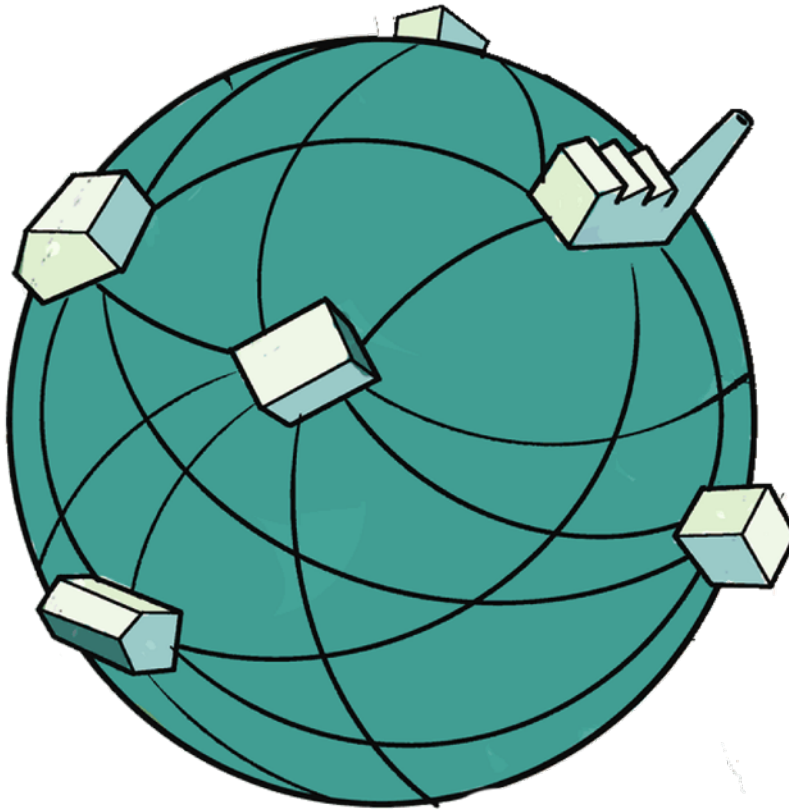
beyond global vs local
beyond low-tech vs hi-tech

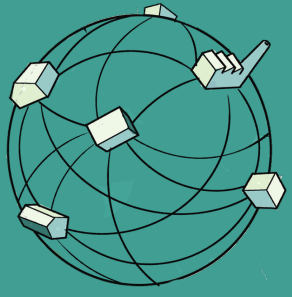


cosmolocal mid-tech

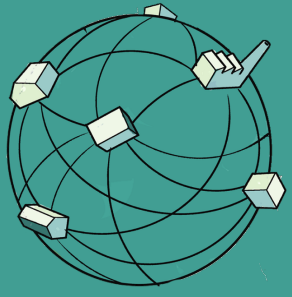


Four dynamics for sustainability

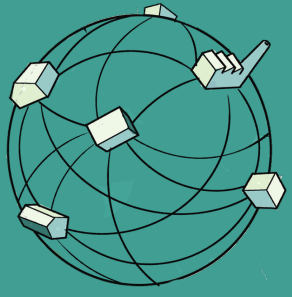




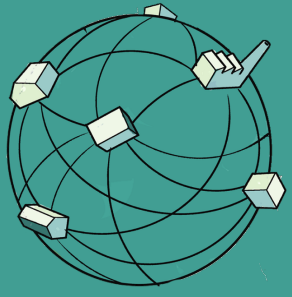
1. Design for sustainability



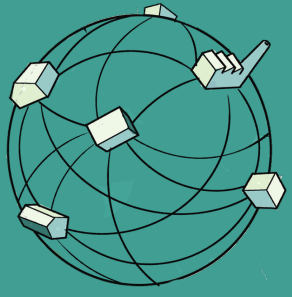
1. Design for sustainability (products designed to last as long as possible)



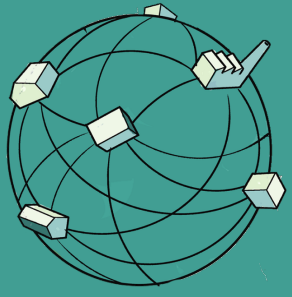
1. Design for sustainability
2. On-demand manufacturing



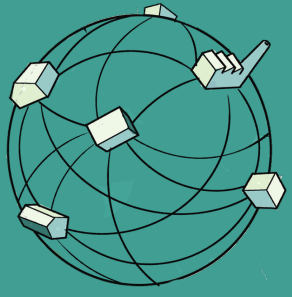
1. Design for sustainability
2. On-demand manufacturing (materials tend to travel less)



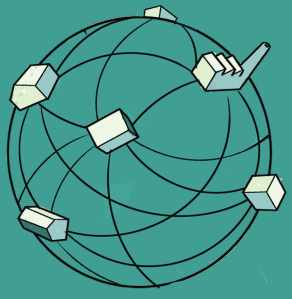
1. Design for sustainability
2. On-demand manufacturing
3. Sharing productive resources



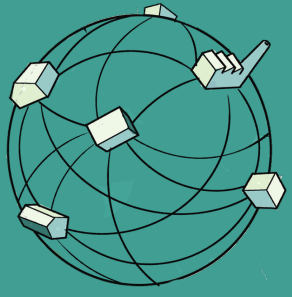
1. Design for sustainability
2. On-demand manufacturing
3. Sharing productive resources (infrastructures are optimised)



1. Design for sustainability
2. On-demand manufacturing
3. Sharing productive resources
4. Inclusive governance



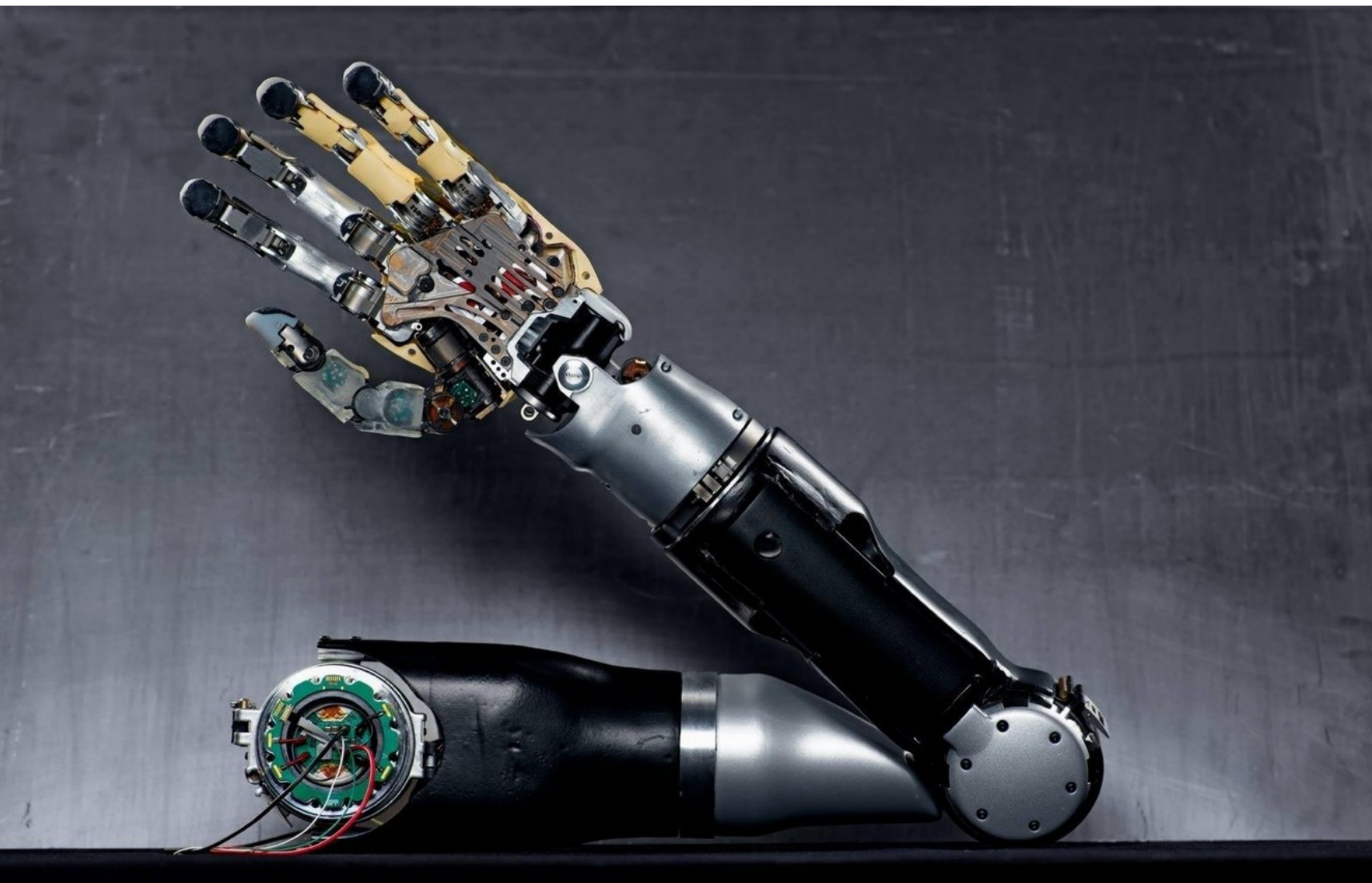
- 1. Design for sustainability**
- 2. On-demand manufacturing**
- 3. Sharing productive resources**
- 4. Inclusive governance (participant-defined value systems)**



1. Design for sustainability
2. On-demand manufacturing
3. Sharing productive resources
4. Inclusive governance



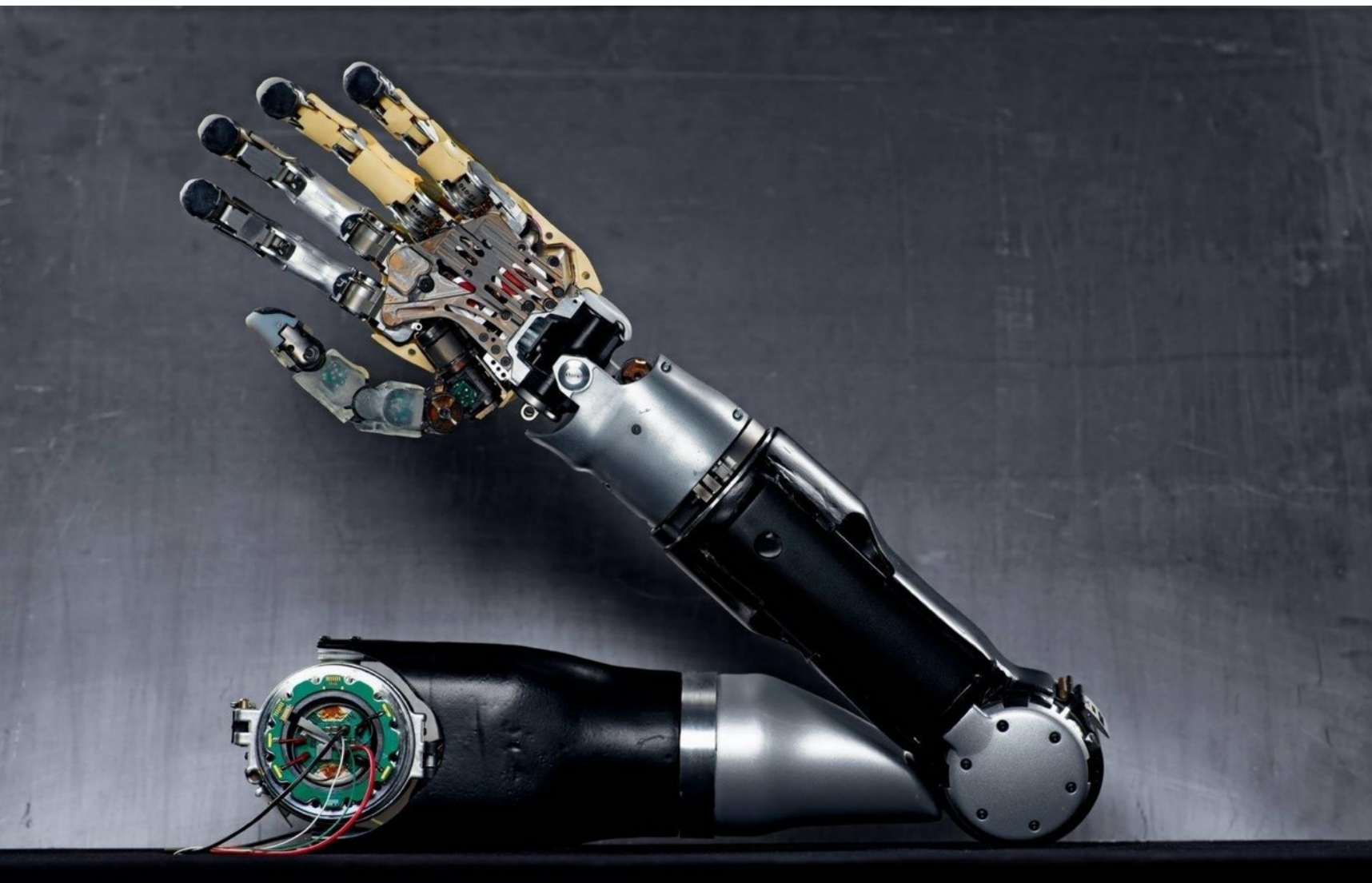
Let's discuss it!



hi-tech



low-tech



hi-tech



mid-tech

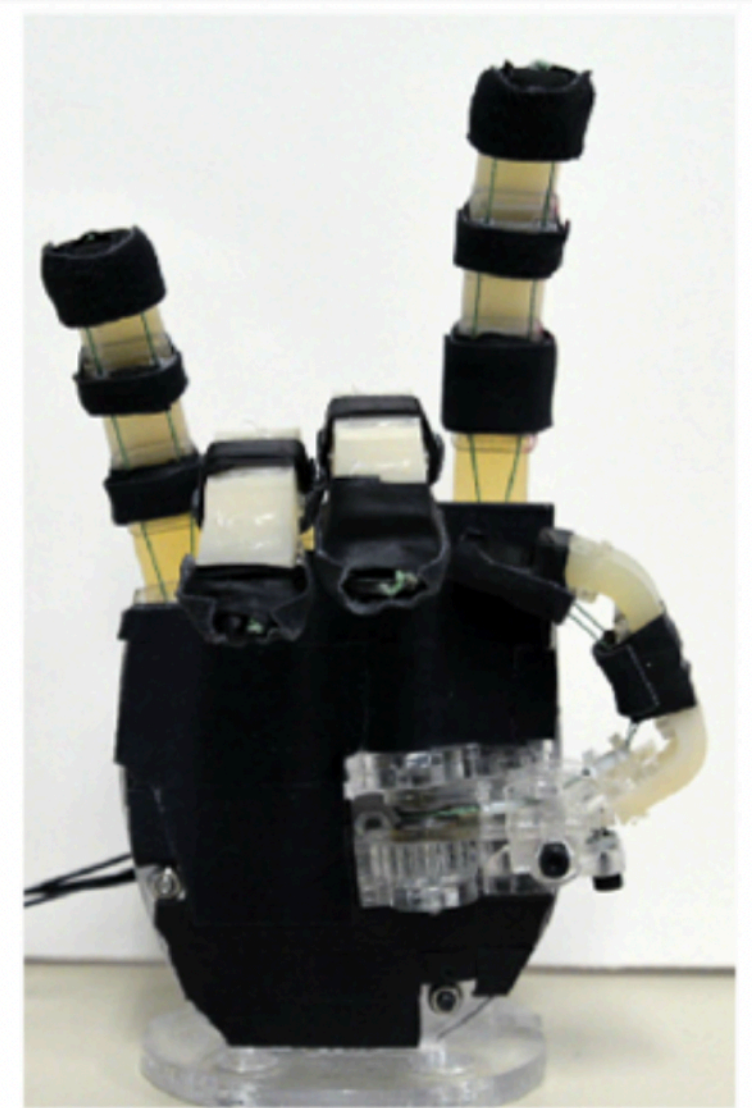
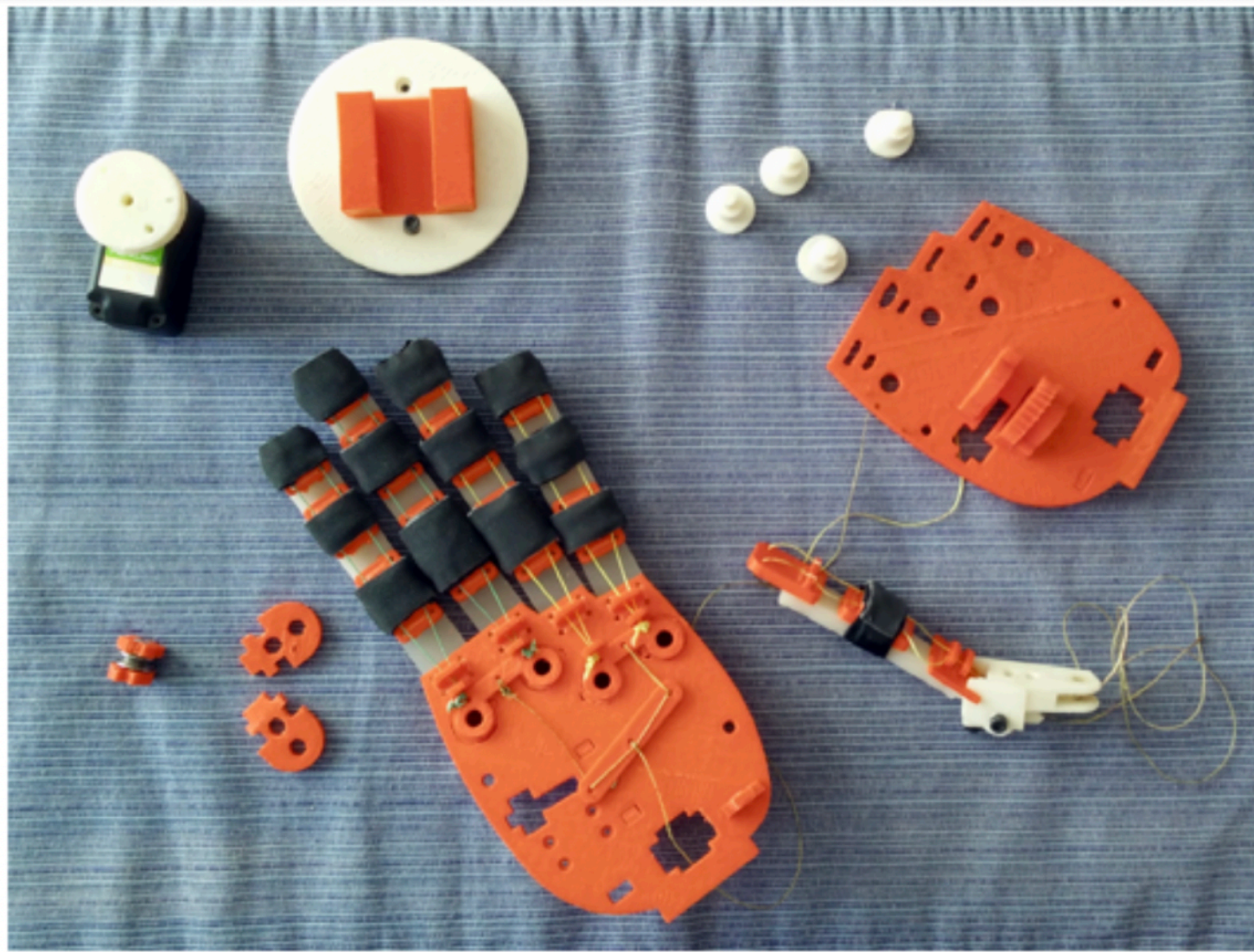


Figure 1. The first version of the OpenBionics prosthetic hand. The left subfigure presents the motor and the 3D printed and silicone parts needed to assemble the prosthesis. The right subfigure presents an assembled prosthesis fabricated with acrylic parts that are laser cut.

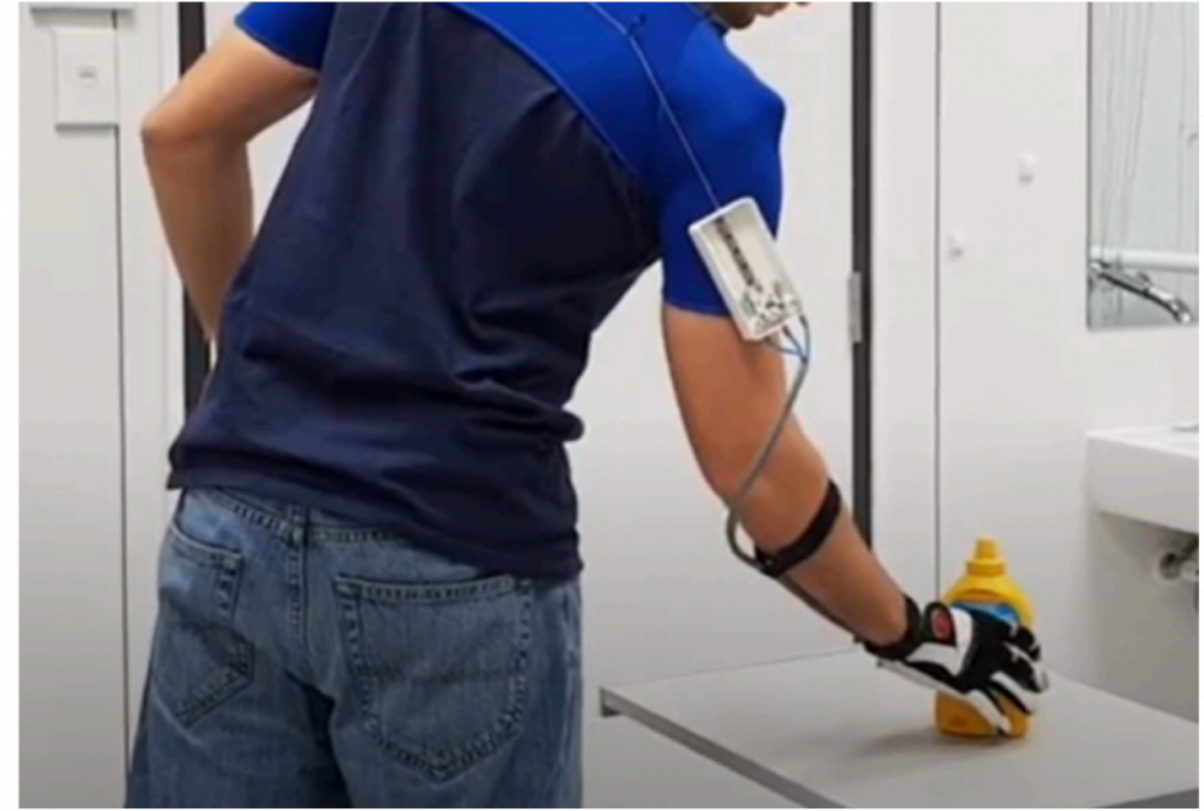


Figure 2. The OpenBionics body-powered partial hand prosthesis (left subfigure) and wearable exoskeleton glove (right subfigure).